Nintendo

GAME BOY®

DMG-VD-USA

The Ren & Stimpy Show™

NICKELODEON

VEDIOT!

Instruction Manual, Man

T•HQ SOFTWARE

A DIVISION OF T•HQ, INC.

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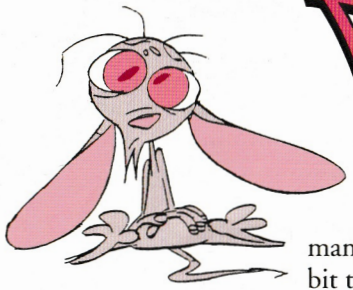


VEEDIOTS!

Hey kids, we're trapped in our own T.V. show!

Stimpy and I, we can't take it anymore, man! We've decided to bust out of this two-bit tube and into the real world of fresh air and pizza delivery, but we need your help!

It goes like this...

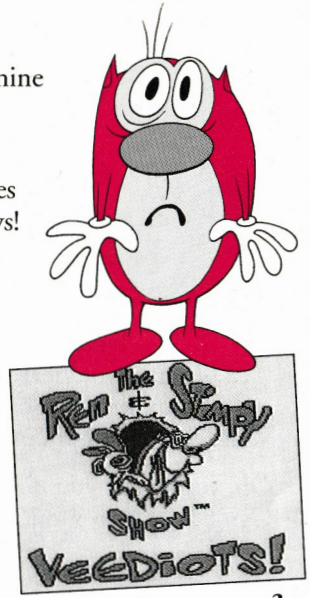
First, in **The Boy Who Cried Rat!**, Stimpy is trying his hand at being a mousecatcher — and the mouse, of course, it is I in disguise! Man, I just hope that eediot doesn't eat me by mistake!

In **Stimpy's Invention**, that feline friend of mine is putting together something in his crazy laboratory. Hmmm... looks like a hat...

Finally, **In The Army**, I'm behind enemy lines and up to my earbones in all sorts of bad guys! *Jeez!* Who wrote this episode, anyway?

Are we going to get out of this crazy show? Beats me. I just want out so I can pick up some real food.

So grab those controls and get us out of here, man!



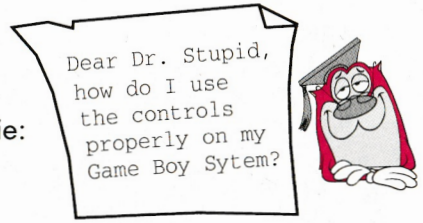
Getting Started

First thing you do — get a big envelope — **a big one**, you hear me? All right, now write my address on the outside, and into the envelope, I want you to put 47 million dollars. Write that down, it's important — 47 million dollars. Got it?

Oh, yeah, after you do that, you can put the Game Pak into your Game Boy, turn it on, and press START.

It's time for **Ask Dr. Stupid**, with your host, Dr. Stupid.

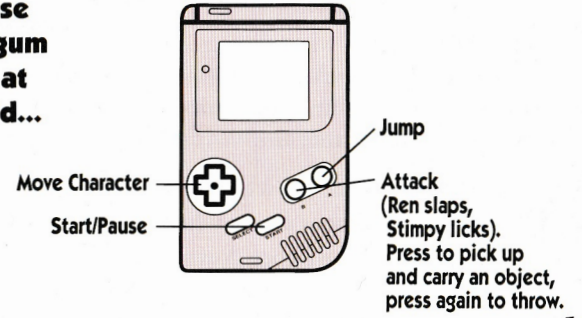
Doctor, here's a letter from Janie:



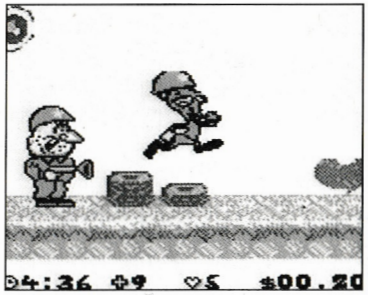
That's a very good question, Jim. I use them to hold my gum when I go to bed at night, or you could...

You *eediot!*

Just show her the controls, man!



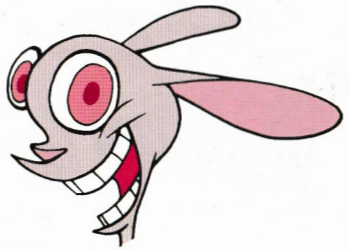
Status Display



Okay, man, this is what the screen looks like when you're playing — except yours is on your Game Boy. ***What!*** You need an explanation?! Jeez, man, where have you been? Okay, okay, pay attention:

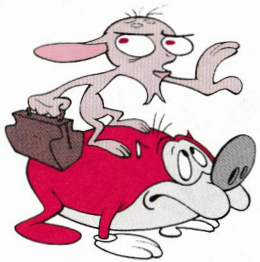
Lives (**hearts**) go down when you run out of time or health.
Health (**crosses**) goes down when you get hit by an enemy.
Time, well, time just goes down, man!
The good thing is, **Money** goes up, but only when you find it!

Power-Ups & Good Stuff



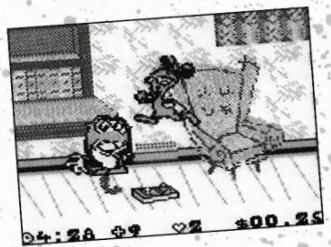
Power-Ups appear as hearts which will increase your health by one unit.

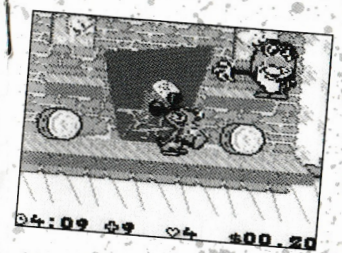
Press the **B Button** to pick things up and carry them. Press the B button again to throw the item. Some things may help you while you carry them, other things can be thrown at enemies or used in other ways to get you out of trouble. Me, I'm not afraid of trouble, ***nosiree***, trouble is my maiden name!

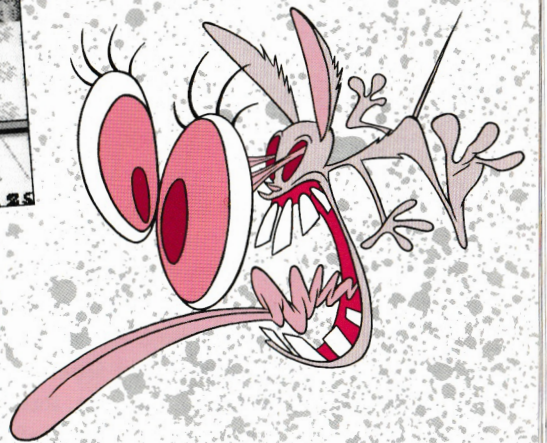


The Boy Who Cried Rat!

Jeez, man! This seemed like a good idea at the time! Get this: Stimpy, he hired himself out as a mouse catcher, and I dressed up as a mouse. He gets paid to chase me, and all I have to do is run around and squeak. Brilliant, yes? Yes, except for one thing: my friend Stimpy. I think he's gotten into his role too well. He's put mousetraps all over the place, and he's even got stinky catfish oil! Fortunately, there are vases and logs to defend my person with — and my wits, of course. I tell you, man, there's more than one way to spin a cat — and more than one way to get around. If I can only make it safely to my mousehole...

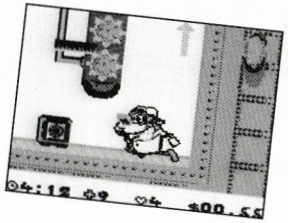






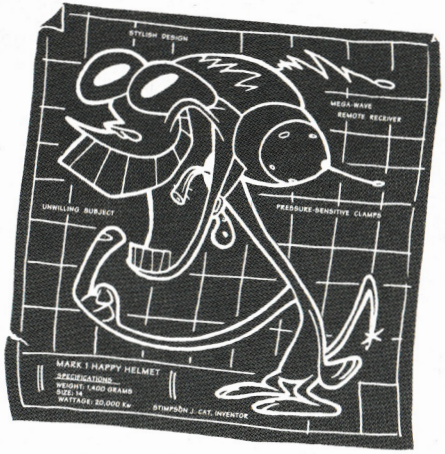
Stimpy's Invention

Oh, hello there, kids. I'm hard at work in my laboratory, working on something very important. It's a pistachio... no, that's not it... what the Hoëk was it? Oh, yeah, it's for Ren. You see, Ren is my friend, but he's not happy, especially when he's trapped in our T.V. show, so I'm going to build something that will *make* him happy! *Oh, joy!*

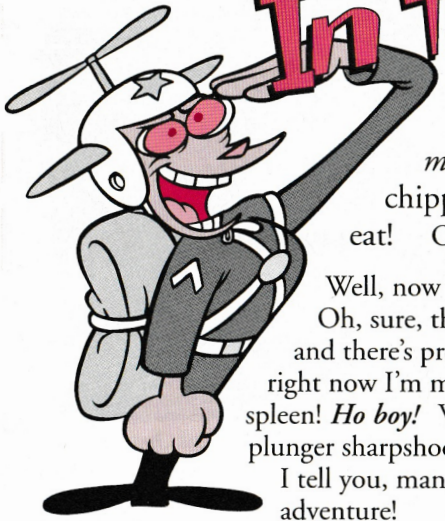


Observe:

I call it the "Happy Helmet", and the pieces I need to put it together are somewhere in my lab, but I may need some help finding my way around on the conveyor belts between the weird equipment and bubbling chemical vats. As I find each of the helmet pieces, I'll eat it, of course. And when the helmet is complete, I can force it on Ren's unhappy little head. Oh, won't he be delighted and surprised? I can hardly wait!



Oh Reeeennn...



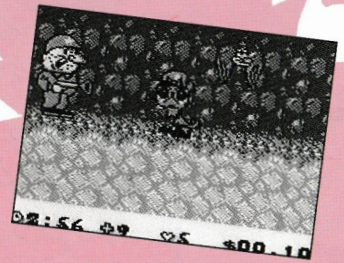
In The Army

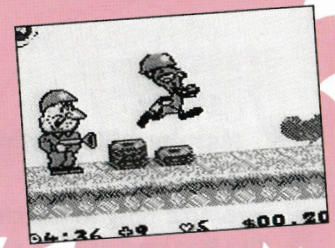
Wait just a feenger-peecking minute! They said *all* the chipped toast and spam I could eat! Oh, kids, it's you.

Well, now I've done it — I've enlisted. Oh, sure, there's money to be found here, and there's probably a way out at the end, but right now I'm more interested in saving my own spleen! ***Ho boy!*** Watermelon artillery shells... plunger sharpshooters... "bee" 52 bombers... I tell you, man, it's not just a mob, it's an adventure!

I need you to help guide me carefully through this hazardous battlefield, avoiding all sorts of nasties, as well as obstacles like bombs, rivers and fire.

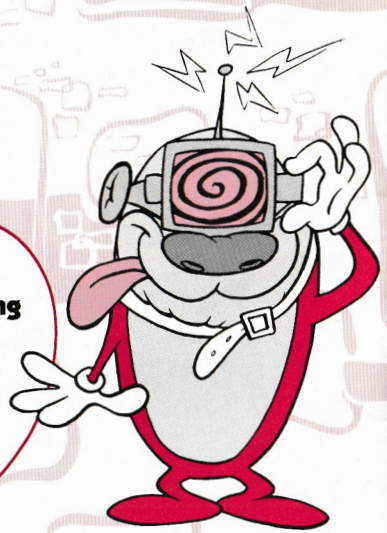
Excuse me, mister – how do I get to somewhere safe?

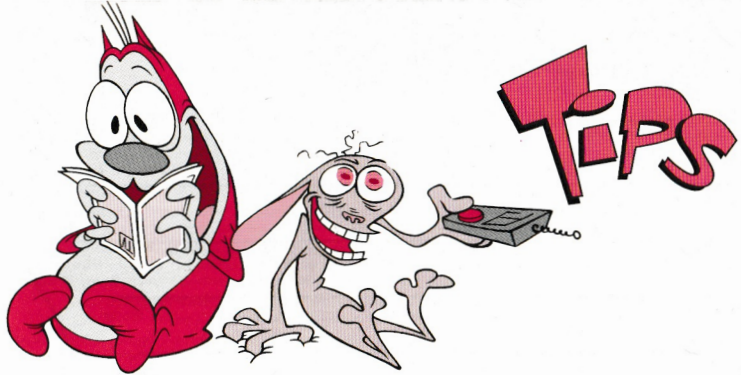




Secret Membership Oath:

I do hereby promise only to watch The Ren and Stimpy Show. To make underleg noises during the good scenes. To wear unwashed lederhosen every single day of the rest of my life.





Money may be hidden behind curtains or in other unlikely places.

Catch the time to get ahead.

If you jump into a cannon, you will be shot out, possibly over some nasty obstacles.

Mixing chemicals may have an explosive effect.

Don't run out of Powdered Toast in your home – stock up today.

NOTES:

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90 DAY LIMITED WARRANTY:
T•HQ SOFTWARE, INC. warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ SOFTWARE, INC. will repair or replace the PAK, at its option, free of charge.
To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T•HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the T•HQ SOFTWARE, INC. service technical is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ SOFTWARE, INC. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ SOFTWARE, INC. Consumer Service Department at the phone number noted. If the T•HQ SOFTWARE, INC. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ SOFTWARE, INC. T•HQ SOFTWARE, INC. will, at its option subject to the conditions above, repair the PAK or replace it with anew or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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Boy, Stimpy, we sure had fun today, didn't we? So long, kids.
C'mon, Stimpy, say goodbye.

Uh, where are we going, Ren?

It's the end of the manual, man.

What'll we do now?

You could organize your mold collection... iron your houseplants...
or you could just stand there and look stupid.

Oh, joy!

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